

GAME BOY ADVANCE

AGB-BSLE-USA

Tom Clancy's
**SPLINTER
CELL**
PANDORA TOMORROW

INSTRUCTION BOOKLET

UBISOFT™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

 **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



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Rev-D (L)

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A full-page background image of Sam Fisher, the protagonist of the game. He is wearing his signature black tactical gear, including a mask with three glowing yellow night vision lenses. He is holding a black submachine gun in his right hand. The background is a hazy, yellowish-green landscape with palm trees and a large, dark, shadowy figure in the distance.

Tom Clancy's
SPLINTER
CELL
PANDORA TOMORROW™

INTRODUCTION

It is the year 2003.

In response to the growing use of sophisticated digital encryption to conceal potential threats to the national security of the United States, the NSA (National Security Agency) has ushered forth a new dawn of intelligence-gathering techniques. This top-secret initiative, dubbed Third Echelon, marks a return to classical methods of espionage, enhanced with leading-edge surveillance and combat technology for the aggressive collection of stored data in hostile territories. When intelligence deemed critical to national security cannot be obtained by traditional means, Third Echelon is granted clearance to conduct physical operations.

Its existence denied by the U.S. government, Third Echelon deploys units known as Splinter Cells: elite intelligence-gathering forces consisting of a lone field operative supported by a remote team. Like a sliver of glass, a Splinter Cell is small, sharp, and nearly invisible.

February 2006

U.S. troops become controversially embroiled in a conflict between East Timor and government-supported Indonesian guerrillas. Guerrilla militia leader Suhadi Sadono has made himself nearly invulnerable, planting scattered smallpox carriers around the world to be released if he dies. Fisher must defend and assist the U.S. military, both locally and from remote locations, until Suhadi's terror-driven "insurance policy" can be subverted and the guerrilla faction neutralized.

You are Sam Fisher. You must leave no trace on the physical or political map. Remember: Although killing may compromise secrecy, the choice between leaving a witness or a corpse is no choice at all. You do not exist. You are a Splinter Cell.

ABOUT STEALTH ACTION

Stealth is the highest priority in Splinter Cell operations. Sam's ability to operate covertly is his most valuable asset against overwhelming enemy forces, because there are many opportunities for enemies to detect him. Remaining under the cover of shadows is an important stealth technique, but crouching, moving slowly, and keeping your back to the wall also contribute to Sam's invisibility. Practicing all these techniques together whenever possible will greatly increase your chances of remaining undetected.

A Splinter Cell operative must not only defy enemy eyes, but also enemy ears. Consider that while running and jumping are sometimes necessary movements, they also generate sound – a golden invitation for an enemy patrol to investigate your position. Moving slowly while crouched is much more likely to avoid enemy investigation.

Alarms

Note that if enemies detect Sam, or even suspect the presence of an intruder, they have been specifically trained to alert nearby comrades by triggering an alarm, rather than engage Sam by themselves. When an alarm is triggered, Sam will need to quickly hide to avoid capture. The enemy will eventually turn off the alarm if they find nothing unusual. Because of the extremely covert nature of Splinter Cell operations, indiscretion with alarms can cause Third Echelon to abort a mission.



STARTING THE GAME

Place the Splinter Cell® Pandora Tomorrow™ Game Pak into the Game Boy® Advance system and set the POWER switch to ON.

Main Menu

- Use the Control Pad to move through the menus.
- Press the A Button to select an option.



Select a Game

- Use Control Pad Up or Down to move, and press the A Button to choose a saved game slot.
- If you want to start a new game, enter a name for your game.
- Finally, choose an available map to start your adventure.



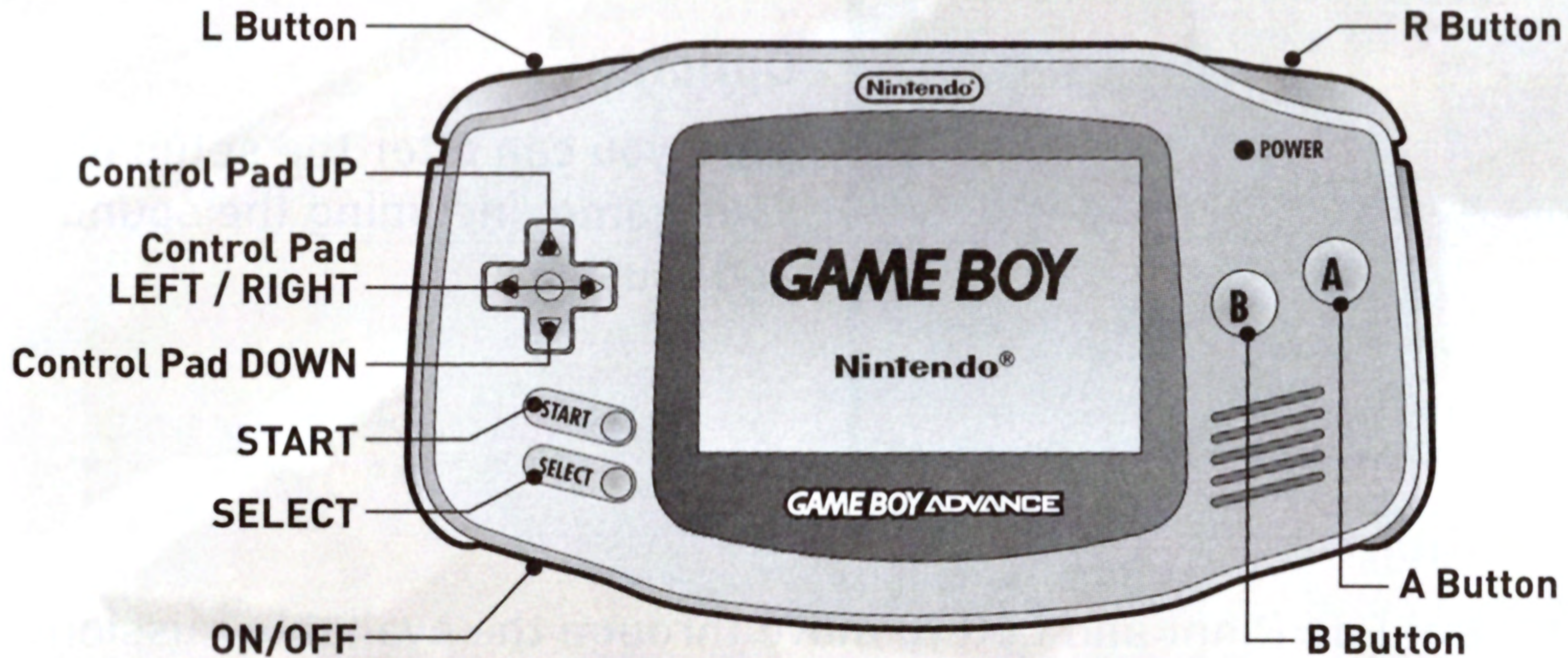
Options

Here you can alter the setup of your game, including the sound and music.

Select Mission

- Use Control Pad Right and Left to move through the available missions.
- Use Control Pad Up and Down to switch between Mission Maps.
- Press the B Button to go back to the previous menu.
- Press the A Button to start a mission.

THE CONTROLS



Control Pad Up

- Interact with objects (first-aid kit, safe, computer)
- Stand
- Open door
- Climb up
- Raise Sam's leg (while holding a horizontal pipe)

Control Pad Down

- Crouch
- Climb down

Control Pad Left/Right

- Move Sam
- Run (double-tap)

A Button

- Jump

B Button

- Strike/use weapon

START

- Pause the game/access inventory and objectives

SELECT

- Switch quickly between weapons

R Button

- Draw pistol

L Button

- Sticky Camera
Hold the L Button to activate Sticky Camera mode. This mode allows you to explore the environment around Sam and see the field of detection of the surveillance camera. When using the free camera, Sam is vulnerable, so be sure to place him in a safe area before using it.

SAM'S MOVEMENT



Crouching

Press Control Pad Down to crouch. Sam's movement is quieter and he is less visible while crouched.



Roll

When crouched, tap Control Pad Left or Right twice to execute a roll. It allows Sam to quickly move while crouched.



Grab Enemy

Grab an enemy from behind and force him to cooperate, use him as a human shield, or simply knock him down by using the A Button.



Close Attack

With your weapon holstered, press the B Button when very close to an enemy to hit him with your fist, pistol, or rifle butt.



Drag Body

Use the B Button while crouching to drag an unconscious body into a dark area to avoid its detection by other enemies.



Climbing

To climb a pipe, ladder, vertical cable, or fence, simply walk into it and press Control Pad Up or Down. Press the A Button again to jump off.

Hint: Tap Control Pad Down twice to speed your descent on pipes.



Shimmying

Jump by pressing the A Button to grab and hang from ledges above Sam's head. Sam can move left and right as well as pull himself up if there is room. Press Control Pad Down or jump again to let go of a ledge.



Hand-over-Hand

Jump by pressing the A Button to grab hold of a horizontal pipe. Bring Sam's legs up to clear obstacles by pressing Control Pad Up.



Hanging Shooting

Sam can equip and fire his weapon while hanging from a pipe, but only if his legs are not tucked. Press the R Button to equip the selected weapon.



Drop Attack

If you can get above an enemy and drop directly onto him, you will knock him out.



Rappelling

To rappel from a small chimney, stand near it and select the Rappel interaction. Sam can move up and down the rope. Tap Control Pad Down twice to speed up your descent.

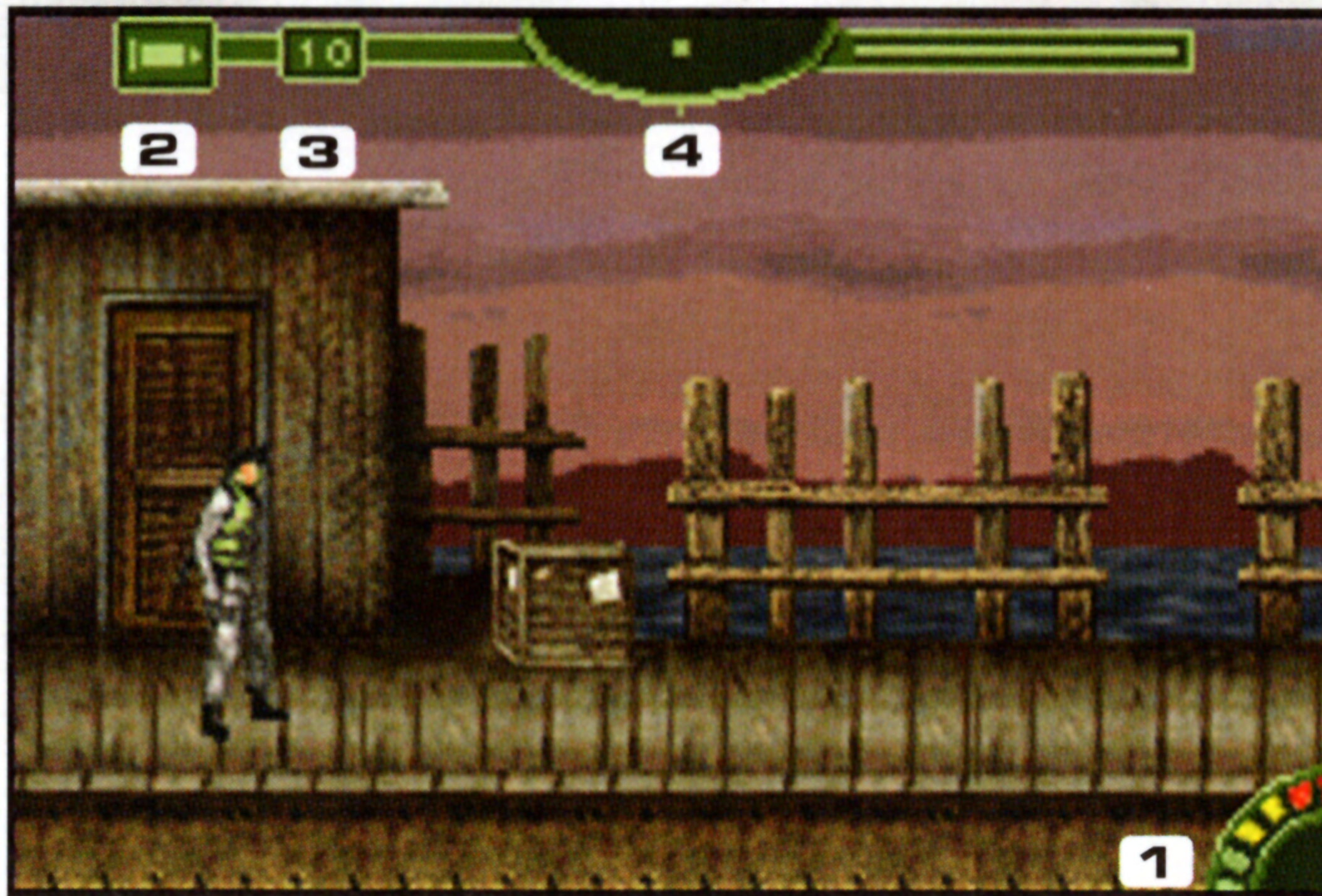


Wall Sneak

Hide in shadows or behind objects or go through tight spots by using Control Pad Up.

Hint: You can move left or right when sneaking on the walls.

GAME SCREEN



- 1) Life gauge
- 2) Weapons: The weapon currently equipped and the number of rounds of ammunition.
- 3) Risk meter: The meter moves left and right to represent the level of risk Sam's facing in this area.
- 4) Radar

Mission Statistics

At the end of the level, you can look at your performance.

MISSION COMPLETE	
TIME	= 12:05
ENEMY KNOCKED	= 70
BULLET USED	= 6
NUMBER OF ALARMS	= 05
ENEMY KILLED	= 19

THIRD ECHELON

Sam Fisher

Fisher has been on the front lines of espionage in several defining conflicts throughout the past decades. He has not only survived, but excelled in the field of covert operations through hard work, insatiable curiosity, and brutal honesty. He has little time for polite niceties and even less for lies.

Though fully aware of and confident in his abilities, Fisher understands that his survival has often been a gift of chance. He knows he is human and fallible, and he does not want to die. He has a strange and slightly dark sense of humor.

He is quiet, instinctive, and observant: somebody who watches from the outside. Combat, espionage, and constant training have defined his adult life; his tactical experience has become part of his instinct.



Now, even outside of work, he is most comfortable on the fringes of society, keenly observant but still removed.

Fisher has acquired an admirable collection of scars and secured his place in Valhalla; he has little left to prove to the world. Now older and wiser, he has no interest in glory. If he fights, it is because he believes the cause is necessary and he is capable.



Irving Lambert

Lambert is the link between the field agent (or agents) and Third Echelon's team of researchers, hackers, strategists, and commanders. He represents Fisher's main source of information via communicator, debriefing Fisher on the objectives to be completed in each mission. While Fisher is in the field, he is in constant contact with Lambert via subdermal microchips and a cochlear implant.

Anna Grímsdóttir

Grímsdóttir is the technical advisor for Third Echelon. She will be helping Sam from a distance and communicate with him on all technical information.



Frances Coen

Coen's directive is to organize extraction for each intervention. At the end of a mission, Sam will need to reach Coen so that she can get him out of the hostile area as soon as possible.



OTHER CHARACTERS



Suhadi Sadono

Suhadi was born in 1972 and has been fighting for Indonesian sovereignty since he was 15 years old. He worked his way quickly through the ranks, and by his 21st birthday, he was the leader of the Darah Dan Doa (Blood and Prayer) – at that time, a gang of a few dozen. By the mid-90s, the Darah Dan Doa had grown into a militia of thousands. The passionate and confident Sadono's cause is Indonesian sovereignty...and he will stop at nothing to achieve his goals.

Ingrid Kharltson

Ingrid is a CIA operative working under cover as a linguist in the U.S. Embassy to East Timor. She is fluent in a dozen languages and a master of evading questions and manipulating conversations.



Daliah Tal

Daliah is a member of the Shin Bet, the Israeli Secret Police, who handles the country's less savory intelligence-related tasks, such as interrogations, public relations, and psy ops.



IN-GAME ELEMENTS

Automated Turret

Heat and motion-sensing turrets with an Independent Friendly Fire (IFF) recognition system. To disarm the turret, you need to cut the wires:



- 1) Stand in front of the turret and press Control Pad Up.
- 2) Use the Control Pad to select a wire. Follow the indicator on your screen to know which one to select.
- 3) Tap the A Button to cut the selected wire.



Wall Turret

Similar to the automated turret, the wall turret is fixed on a ceiling and cannot be deactivated.



Surveillance Cameras

Standard, off-the-shelf surveillance cameras that detect movement and have the ability to directly trigger alarms. Sam can shoot the cameras to break them.

Computer

The computer provides intelligence about enemies, locations, or other key elements pertinent to the operation. Pay special attention to computers; they contain key information. There are several ways to hack a computer.

- 1) Press Control Pad Up to access the computer panel.
- 2) Depending on the type of computer, you'll need to use the Control Pad and the A Button and B Button to solve different puzzles.



Door Locked

To unlock a door, use your lock pick. You must push the pins in the correct order to unlock the door.



- 1) Use Control Pad Left or Right to move between the locks.
- 2) Push Control Pad Up or Down to unlock the pins.

Magnetic Door

To open a magnetic door, find the security-level card that will give you access and open the door.



Laser Ray

The laser rays are linked to a detonator. Be vigilant – they are practically invisible. Detect them with your thermal goggles.



Mine

The mines are hidden on the ground.
Use your thermal goggles to locate them.

Safe

There are two different lock types used for safes.
To unlock a safe, align the three wheels with the pins.
1) Turn a wheel using the R Button and the L Button.
2) Use the Control Pad to control the pins.



Wall Safe

Same as a standard safe except
it can be found in the walls.

Lights

Some lights can be shot, helping Sam
in his furtive missions.



WEAPONS AND GADGETS

WEAPONS

To use a weapon:

- 1) Press the R Button to draw your weapon.
- 2) Press the B Button to shoot.



SC Pistol

The SC pistol is a gun used in close-quarter battle. With its convenient size, the SC pistol becomes the obvious choice of weaponry for Sam when he is hanging from pipes.



SC-20k

This sniper rifle is known for its accuracy and lightness. It is the main weapon for Sam during each mission. The SC-20k can shoot bullets and flashbang grenades.

GADGETS

Goggles

Select your vision type in your inventory:

NIGHT VISION

Night vision goggles amplify very low existing light, especially lights at the lower end of the infrared spectrum.

THERMAL VISION

Similar to night vision, thermal vision is an essential tool in low-light situations. This technology differs from night vision in that it captures the upper level of the infrared light spectrum, which is emitted as heat rather than reflected as light.



Lock Pick

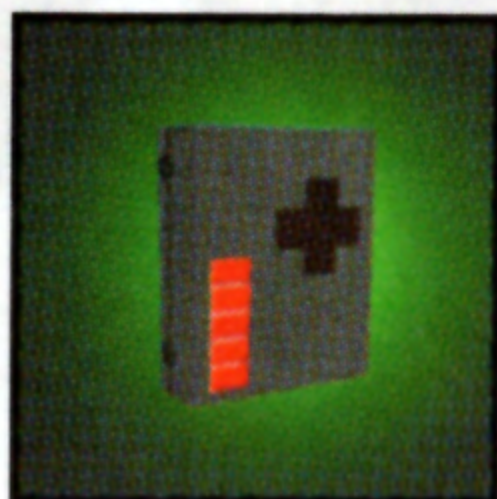
Standard set of picks, wrenches, and probes for bypassing standard cylinder locks.

Sticky Camera

The Sticky Camera is ideal for advance scouting and intelligence gathering.



COLLECTIBLES



First-Aid Kit

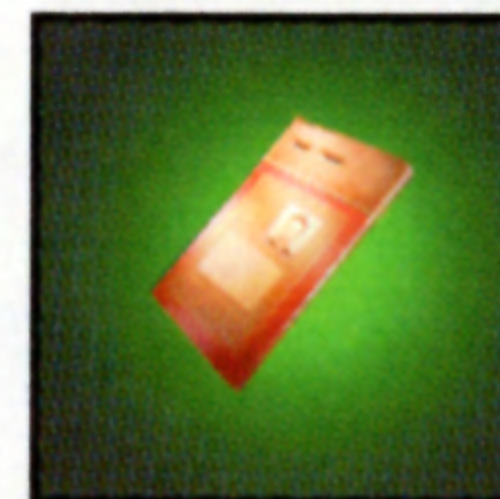
Standard field first-aid kit. Stand in front of the kit and press Control Pad Up to use it. Each first-aid kit has a limited charge.

Security Card

Use the security card to open magnetic doors.

There are three types of security cards:

- Low-security clearance (red)
- Medium-security clearance (yellow)
- All-access, high-level security clearance (green)

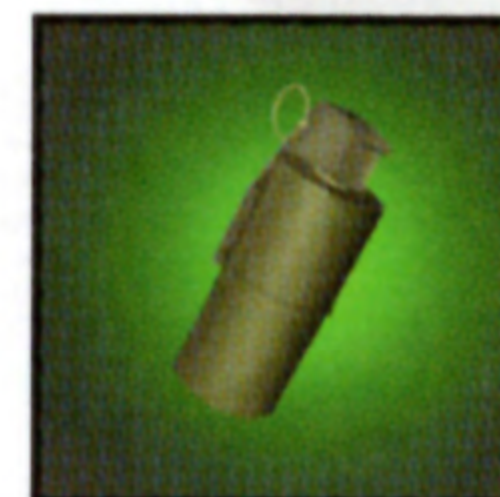


Bullet Box

Find it to retrieve additional ammo.

Flashbang

The flashbang grenade can incapacitate groups of enemies. This type of grenade will temporarily confuse and blind anyone standing nearby.



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NOTES

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Before contacting Ubisoft's Technical Support department, please first read through this manual. Also browse through our FAQ listings or search our support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the **complete product title** or have it available if you are calling.

Contact Us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week, and it contains the most up-to-date Technical Support information. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com/>.

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For fastest response via email, please visit our website at: <http://support.ubi.com/>

From this site, you will be able to enter the Ubisoft Solution Center where you can browse through our listings of Frequently Asked Questions (FAQ), search our database of known problems and solutions, or, for fastest email response, you can send a request for Personal Assistance from a Technical Support Representative. It may take up to 72 hours for us to respond to your email depending upon the volume of messages we receive.

Contact Us by Phone

You can also contact us by phone by calling 919-460-9778 (for our customers in Quebec, we provide French language support at 866-824-6515). Please note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please

make sure that you have the **complete product title** on hand. Be advised that our Technical Support Representatives are available to help you Monday–Friday from 9am–9pm EST (French language support is available from 7am–4pm EST). While we do not charge for Technical Support, normal long distance charges apply. To avoid long distance charges, or to contact a Support Representative directly after these hours, please feel free to use one of the other support avenues listed above. Email issues usually receive a response within 2 business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or faulty game, please visit our FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a Support Representative.

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Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best

solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

If we determine a return or replacement is necessary:

Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit <http://support.ubi.com> for an updated price list.

Warranty Address and Contact Information

Phone: 919-460-9778

Hours: 9am–9pm (EST), M–F

Address:

Ubisoft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

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Mild Violence

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